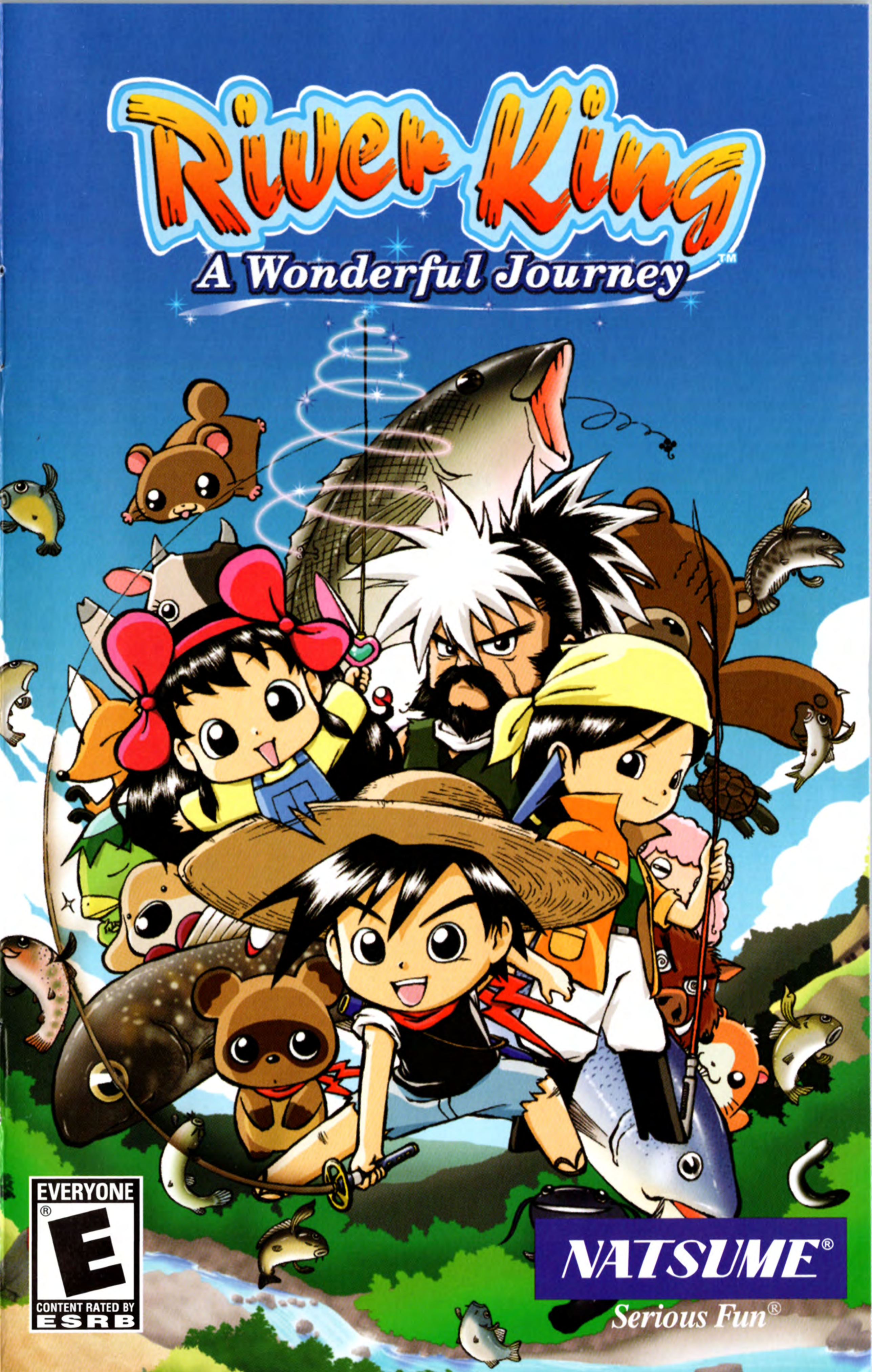
River King™

A Wonderful Journey



EVERYONE

CONTENT RATED BY ESRB

NATSUME®

Serious Fun®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Rider King

A Wonderful Journey™

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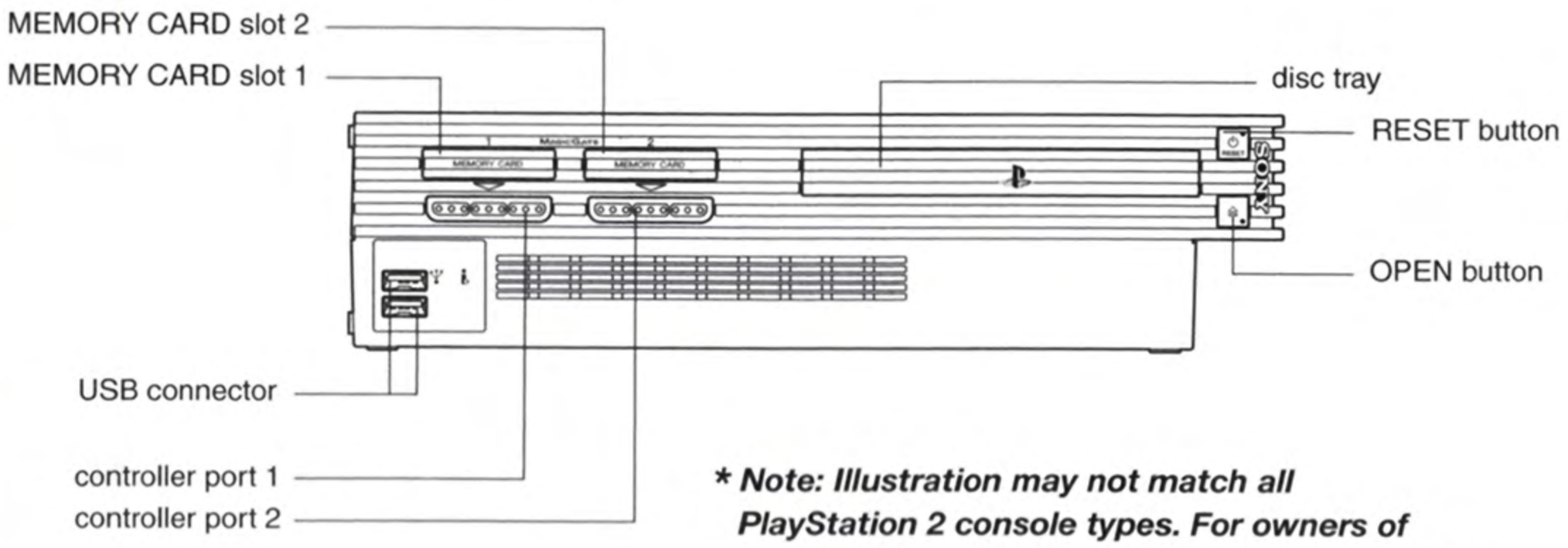
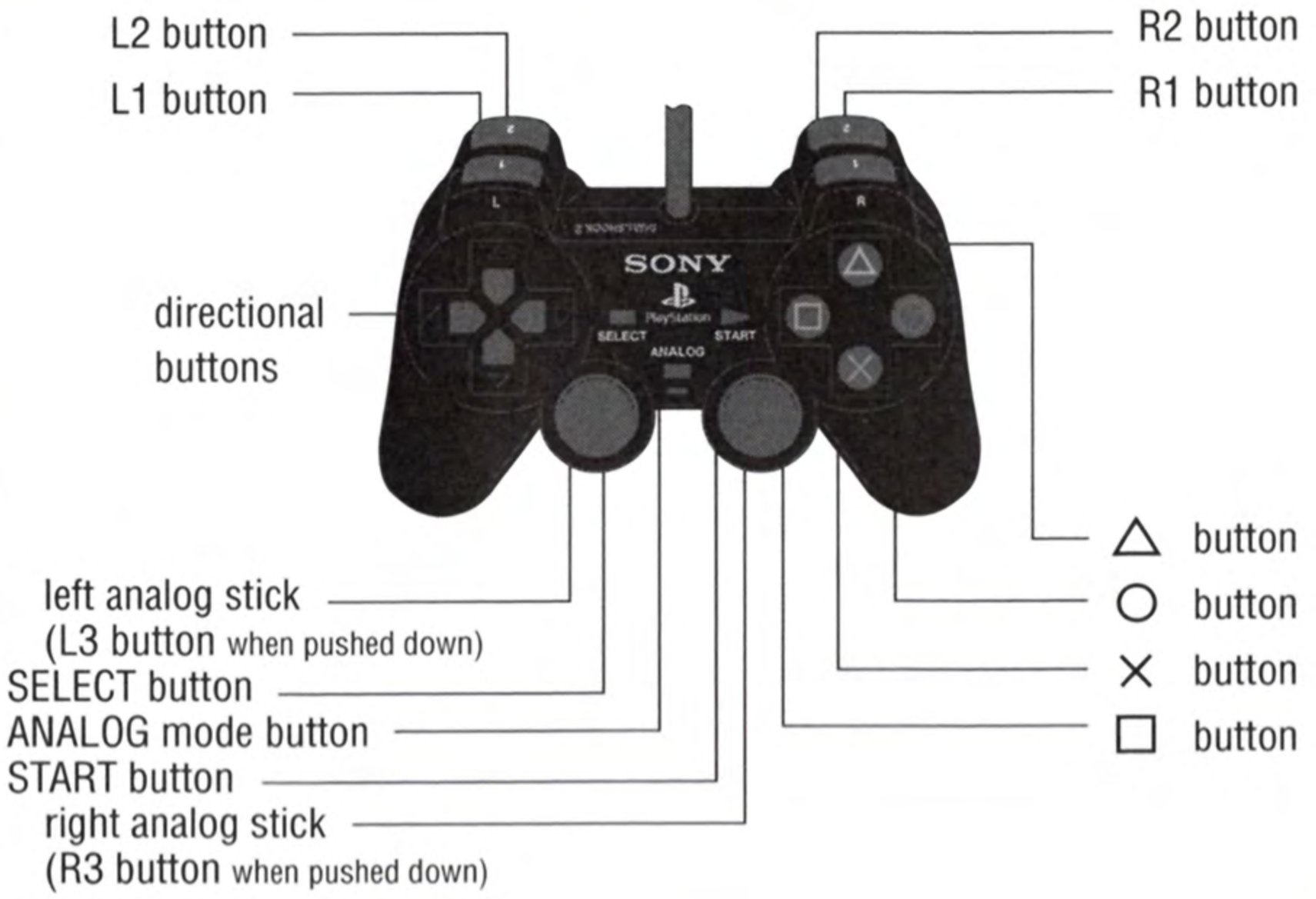
SYSTEM SETUP



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the RIVER KING™: A WONDERFUL JOURNEY disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS



△ Button	Opens Menu
○ Button	Cancels/Back/Walks Fast/Retrieves Fishing Line
× Button	Select/Talk/Cast/Reels in Line
□ Button	Sets Same Bait when Fishing Rod is equipped
L1 Button	Equips/Puts away fishing rod
L2 Button	Not used
R1 Button	Zooms view in and out
R2 Button	Not used
Directional Button	Turns character around at location
Left Analog Stick	Walks
Right Analog Stick	Not used
START Button	Opens Sound/Vibration Option menus
SELECT Button	Opens Sound/Vibration Option menus

A FISHING FAMILY

Everyone has their own reason for fishing for the River King, but it's up to you to choose how you want your Wonderful Journey to end. The stories on these pages can help you find a character who matches your playing style.

The Brother

He told his Sister and Mother that he wanted to take a trip to catch the River King for a school project, but everyone suspects that this fishing adventure is another attempt to put off schoolwork assignments. What his Sister and Mother don't know is that he promised his Father that he would catch the River King and fulfill the family dream. He can't let his Father down--or his Father will find out about the missing homework!

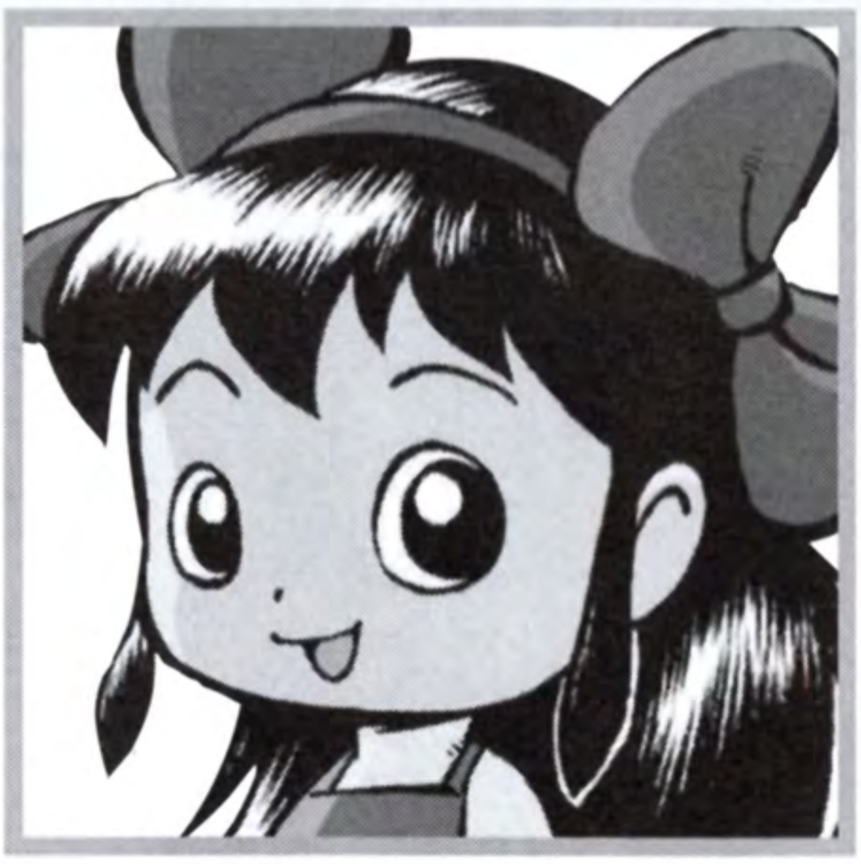
The Father

Years ago when he didn't have any gray hair, he dueled the mighty River King to an exhausting draw. The fish turned tail and fin, slipping into the murky depths of lost youth and dreams. Now local fisherman talk about the reemergence of the legendary fish and no one in Shizuka Village wants to find the River King more than he does. Does he still have it in him or is it time to hang up the tackle box?

The Mother

Father knew she wasn't a good cook when he married her, so why does he have to bring it up every time the family has a meal together? Perhaps she would learn more about new cuisines and savory techniques if she ventured to other villages. Even if she didn't learn much about cooking, at least Father would have some time with the kids and possibly learn to appreciate her hard work around the house!

The Sister



It's no secret that Tomio is the most charming boy in Shizuku Village, but why do so many other girls notice? She needs to find a special birthday gift that Tomio will always remember. Silly ol' Brother thinks a gift like fishing gear might be enough, but she knows stuff like that is too ordinary. If Tomio is ever going to be Sis's Prince Charming, she'll need to give him the River King as the best gift ever!

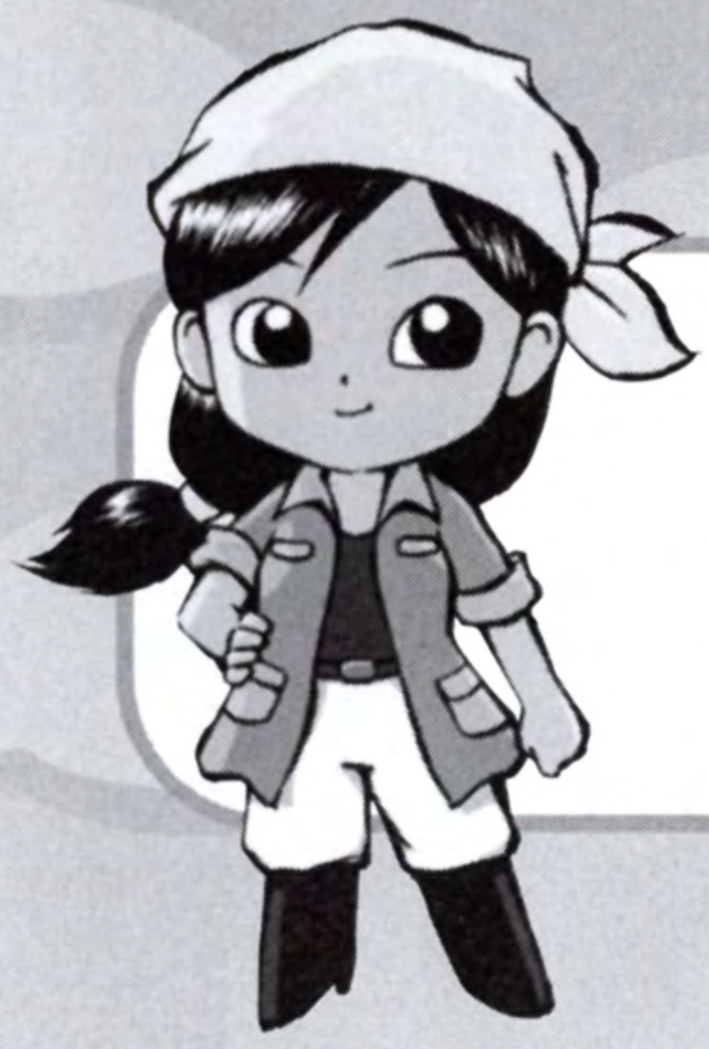
ANGLER ATTRIBUTES

Which family member will you choose? Each angler has minor differences in HP, funds and skills but the levels, experience and techniques are equal. These numbers increase as you catch fish. The higher the fishing technique score, the faster you can reel a fish in without losing it.

Picking a character

HP	100
LEVEL	1
FISHING TECHNIQUE	1
EXPERIENCE	0
MONEY	100
COOKING SKILL	amateur

HP	120
LEVEL	1
FISHING TECHNIQUE	1
EXPERIENCE	0
MONEY	200
COOKING SKILL	amateur

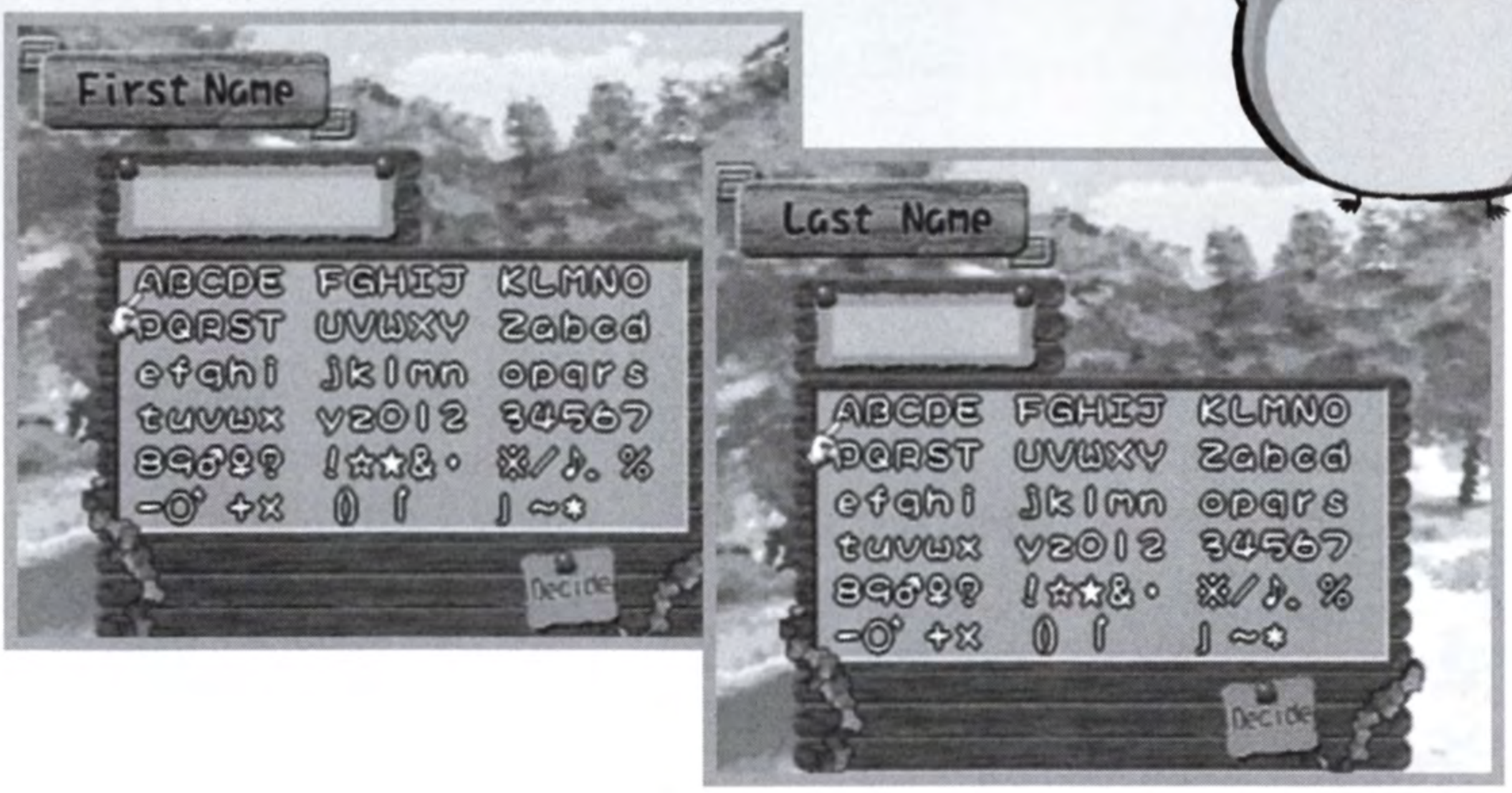


HP	100
LEVEL	1
FISHING TECHNIQUE	1
EXPERIENCE	0
MONEY	300
COOKING SKILL	mediocre

HP	80
LEVEL	1
FISHING TECHNIQUE	1
EXPERIENCE	0
MONEY	150
COOKING SKILL	amateur

First and last name, please!

If you don't like being called Bro, Sis, Father or Mother, you can choose a new moniker at the First and Last Name menus. Pick good ones because there's a long and Wonderful Journey ahead!

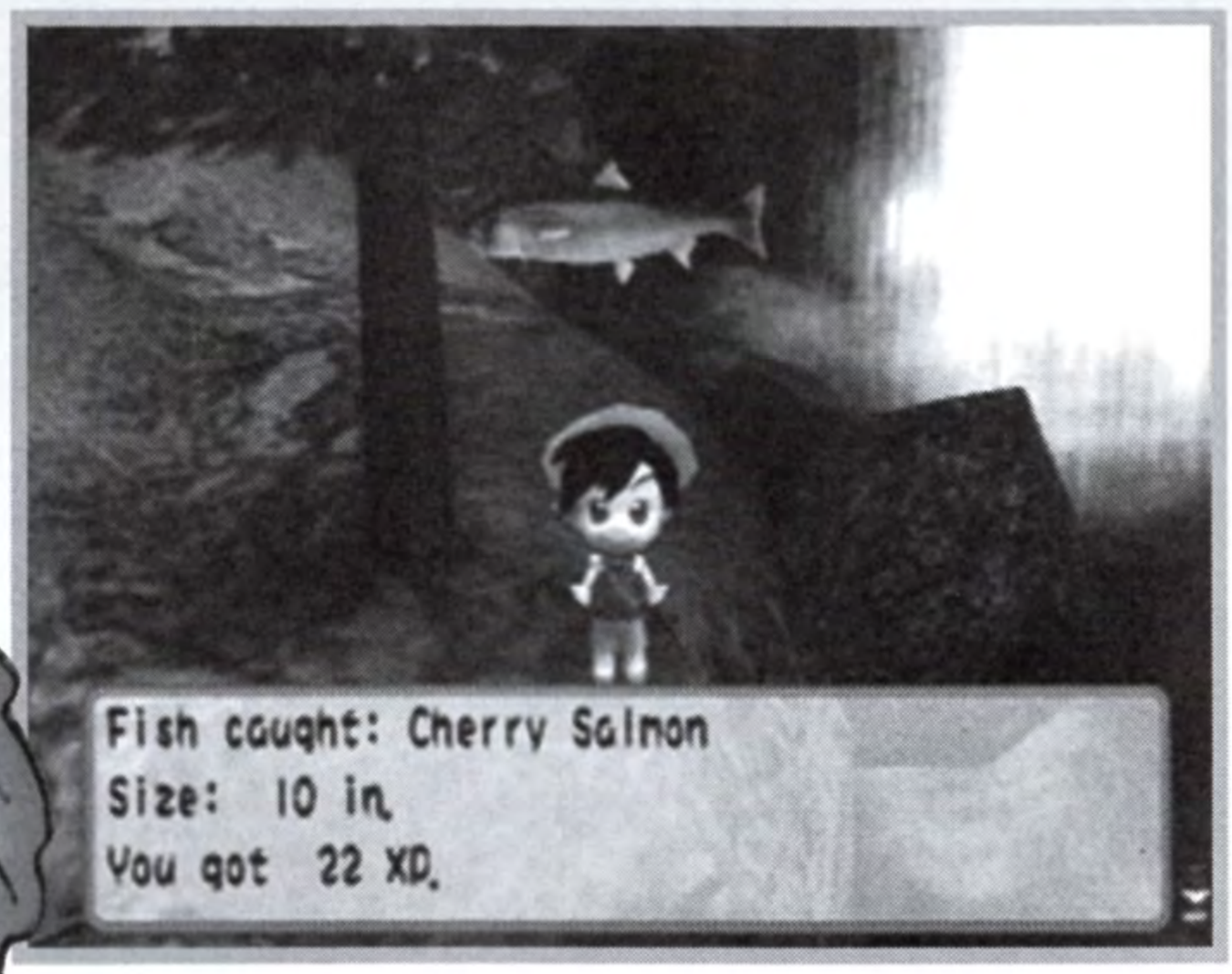


YOUR ABILITIES

Once you choose your character you'll need to decide what to do next. Look outside your house and you'll find a woman who will tell you all the basic information you'll need to know about fishing and cooking.

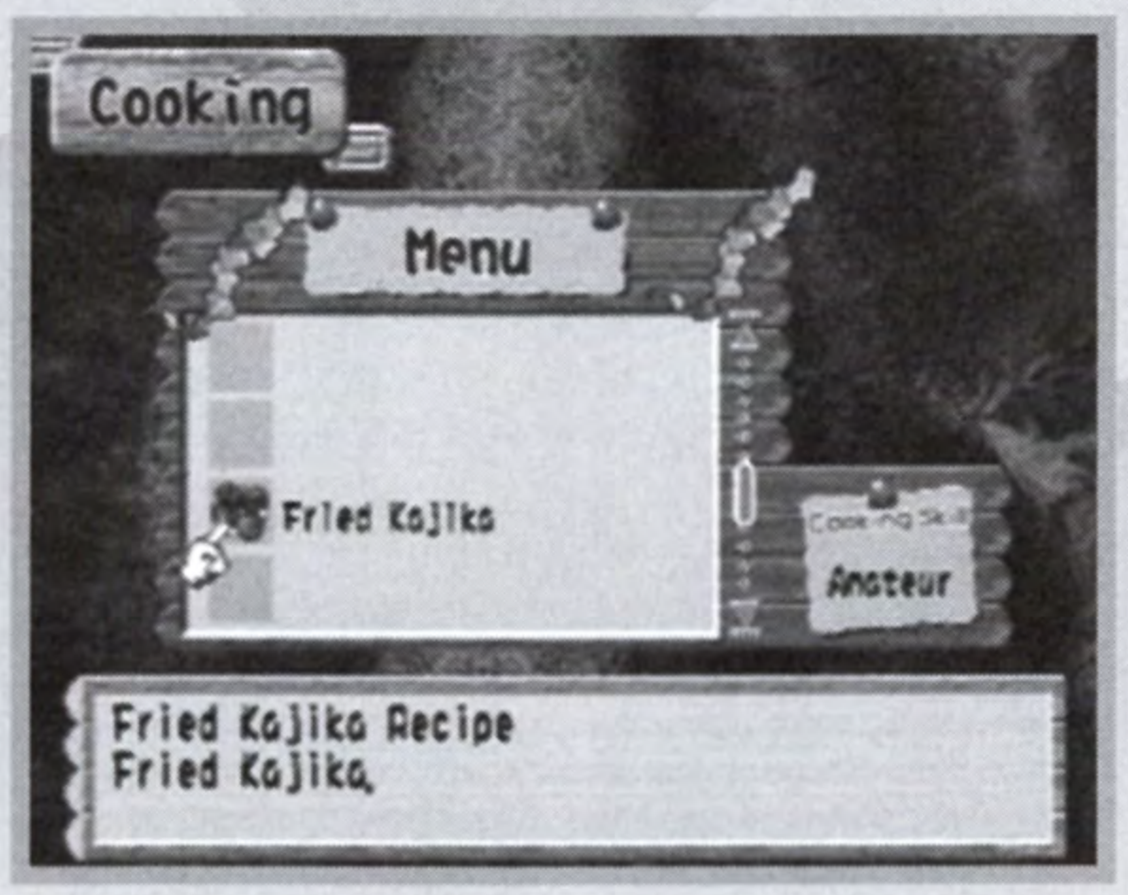
Fishing

Fishing is easy to learn, but you'll encounter challenging fish as you advance in your quest to hook the River King. Walk to the water and push the Δ Button to access your equipment. Add your bait then press the X Button to cast into the water. The longer you hold the X Button, the farther your cast will travel. Press the X Button again when your bobber splashes and reel in your fish--but don't reel too fast or the line will break!



Cooking

Cooking is tough until you have fish for your recipes. Look around Shizuku Village and you'll find recipes sold at a store and given by folks who need your assistance. Just because you have the right ingredients doesn't mean you'll be an instant success--cooking requires plenty of extra practice.



Swimming

Swimming is an essential skill that can take you to remote and previously inaccessible shorelines. Later in the game look for Old Smarty upstream and across the river from the village--you'll need to complete other tasks until he wakes up from his nap. Eventually he'll teach you the crawl stroke basics.

After Old Smarty wakes up he'll teach you how to use the Left Analog stick on your controller to master the fine art of swimming. You'll need to use this skill to swim to the small islands and riverbanks that were previously inaccessible in the game. This will help you find some great fishing spots, too!

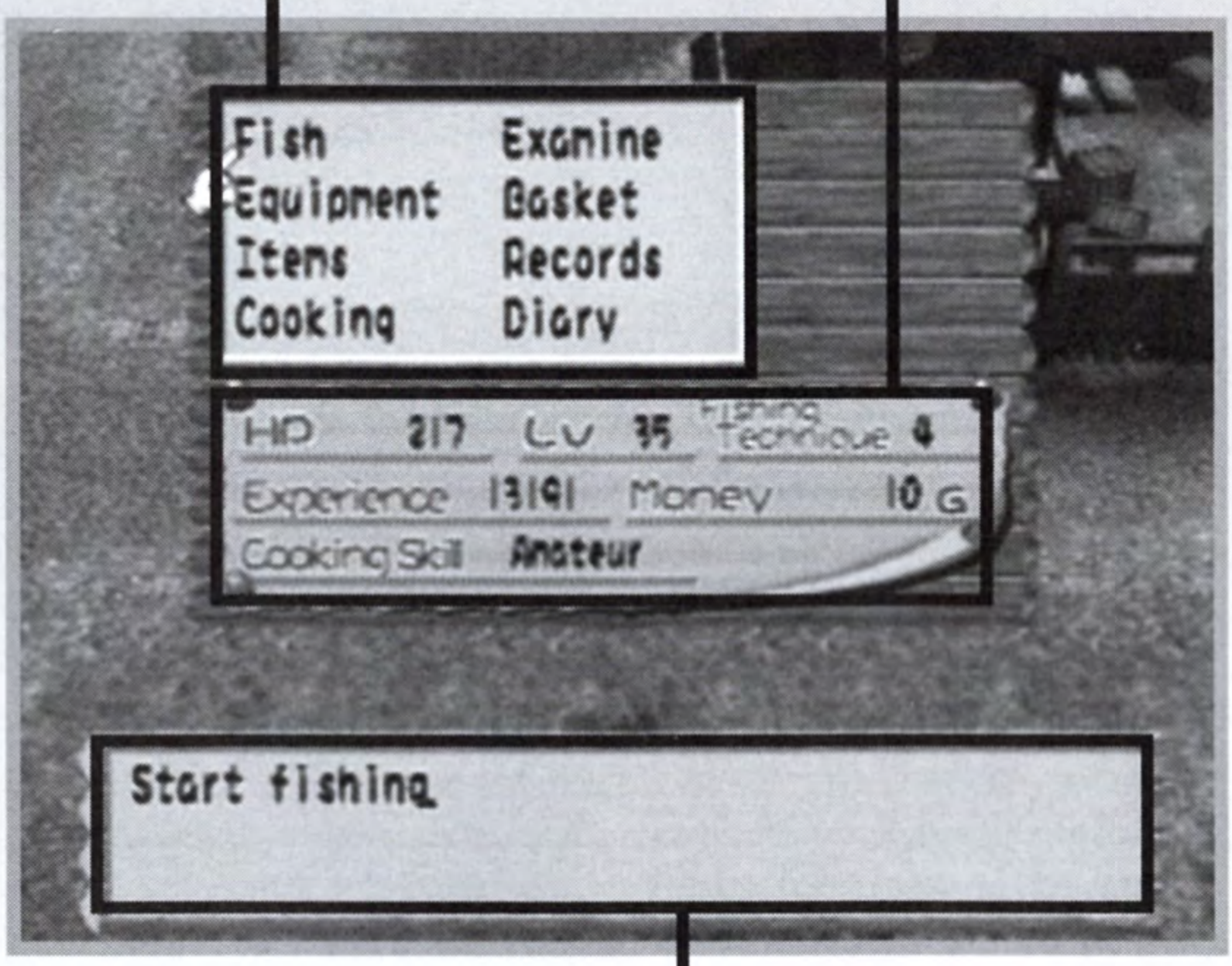
YOUR MENU SCREEN

OPTIONS

Press the Δ Button to open the options menu. This is where you'll find the important commands in the game.

STATS

All of your health, experience points, money and skills show up in your statistic box. Rest up at an inn whenever your HP begins to run low.



TEXT BOX

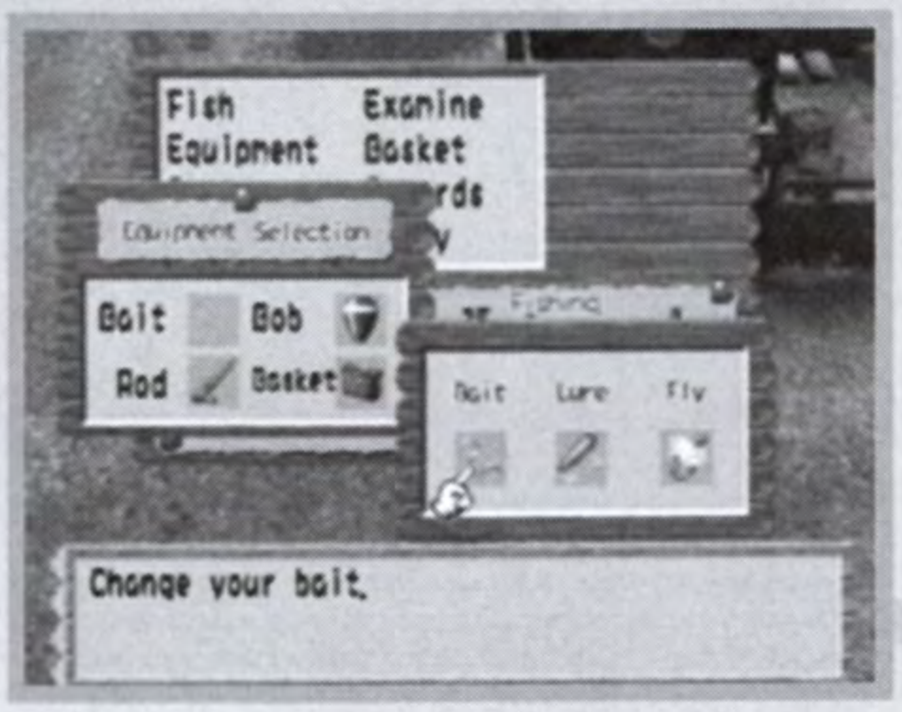
If you highlight an option on the menu, you'll see a description here.

Fish

If you have the bait and other tackle equipped, you can fish whenever you're close to water. Just select the "Fish" command or pess the L1 Button and cast away! When you catch a fish, hit the □ Button to bait your rod again.

Equipment

As you progress in the game you'll find that certain rods, lures, floats and baits are more effective at catching specific types of fish, but you won't catch anything unless you have your tackle ready. Check or change your gear, baits and lures by using the "Equipment" command.

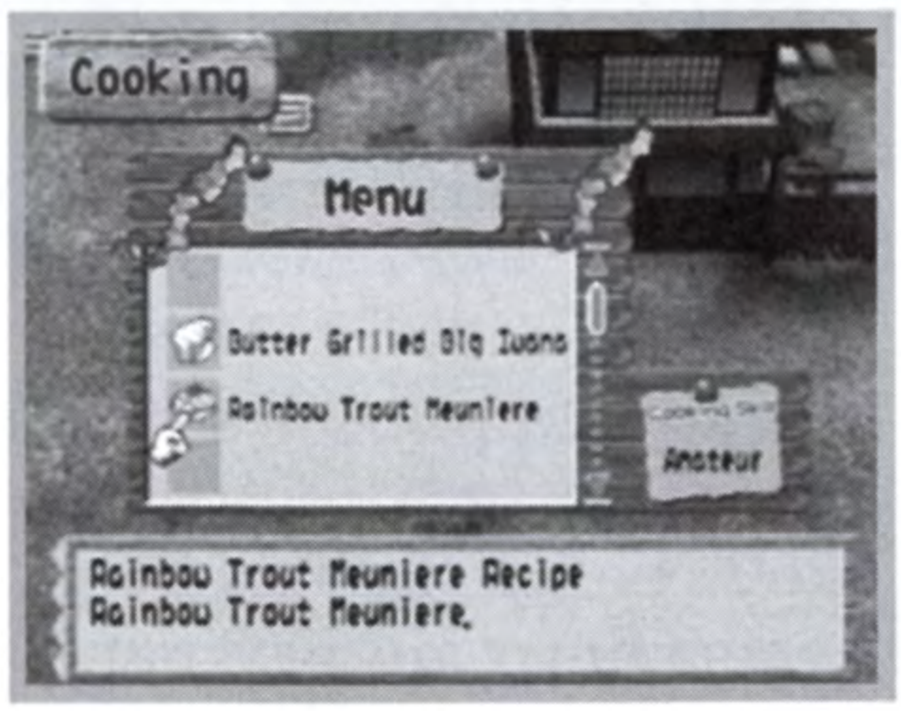


Items

You can check on your cooked meals, bait collection, gear and other important equipment by using the "Items" command. You'll probably use this option the most for eating your cooked meals. Consuming a prepared dish will replenish some of your HP so you'll be ready to take on big fish!

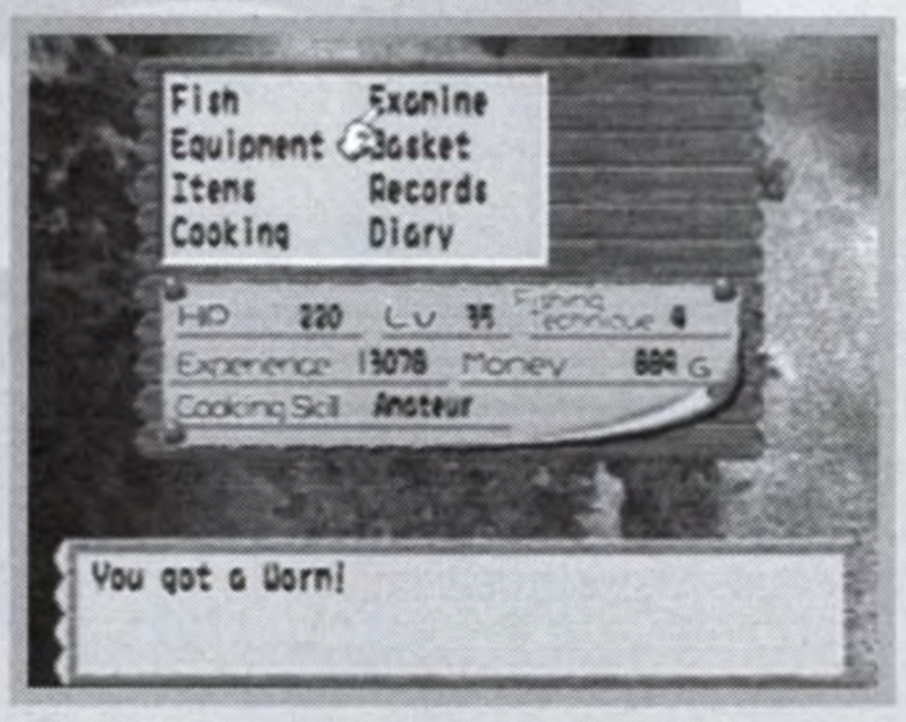
Cooking

Review the recipes in your inventory by using the "Cooking" command. You won't be able to prepare a dish until you have all the ingredients and a little practice. It's a good idea to cook up a basket full of ingredients once or twice to raise your cooking skill and minimize mistakes.



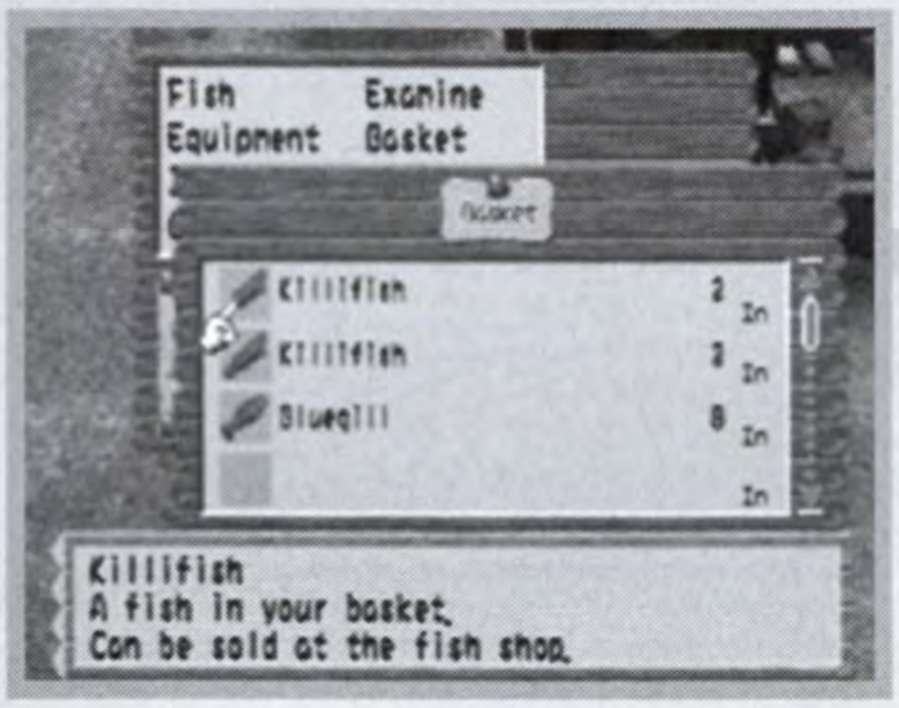
Examine

Looking for worms, insects, grubs and other hidden items is challenging, but the tough work can save you from spending extra money at the tackle shop. Use the "Examine" command to search the ground below your feet. Nets, shovels and magnifying glasses can speed up your searches.



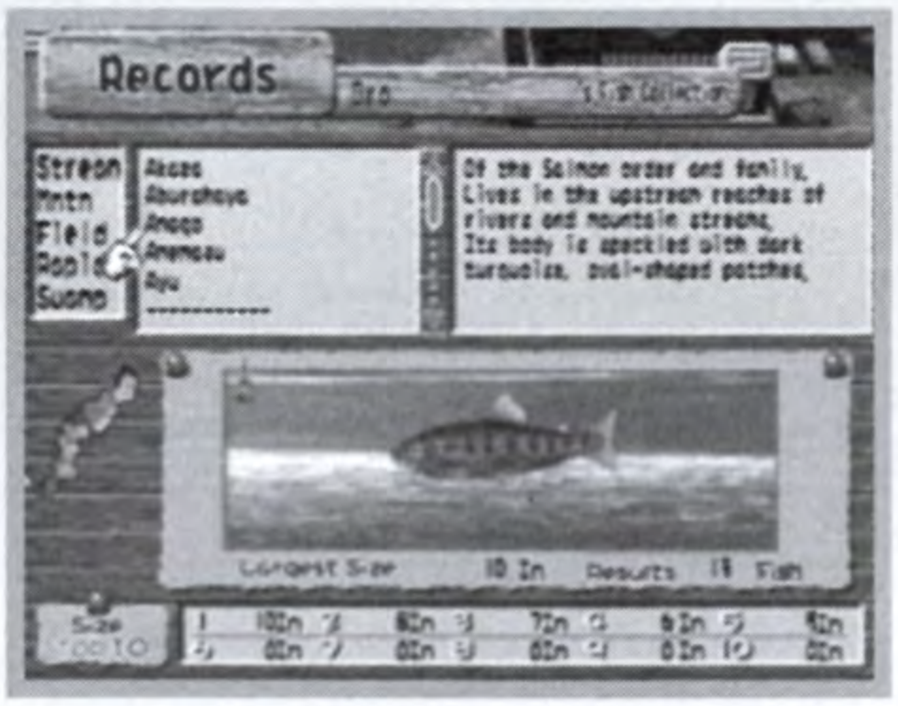
Basket

How many fish did you catch on your latest outing? Use the "Basket" command to examine the complete contents inside your creel. Don't forget to scroll down to see the complete list of fish types and sizes. The Fish Shop vendor will gladly pay you for all the fish you can carry.



Records

How big was the biggest one that didn't get away? Find out by choosing the "Records" command. This handy feature automatically records the size of the largest fish of every species you ever landed in every zone in the game, and even lists the total caught for each type of fish.



Diary

What should you do next? Where do you need to explore or visit? Use the "Diary" command to review your previous accomplishments and make note of any unfinished tasks. Each family member has similar challenges, but the events don't always happen in the same order.

BEGINNING TACKLE

Every member of the family starts out with the tackle outlined in the box below, but everyone has a special advantage, too!

Bamboo pole	It's great for stream fishing
Worms	A favorite meal for most fish
Float A	A round float for easy casting
Small basket	It holds up to ten fish!

In addition to the equipment above, Ma, Pa, Sis and Bro start with an extra item--small advantages count on first casts!

The Brother

Insects	He doesn't mind getting his hands dirty. That's why he carries around a pocket full of insect bait!

The Father

Carbon pole	Ol' Dad likes hooking big lunkers. He's been fishing for years and uses an ultra-durable car bon rod.

The Mother

Paste Bait	Mom might not know much about cooking, but she's packed extra bait for catching and cooking up a meal!

The Sister

Salmon Eggs	Her brother might lug around bugs, but she knows what fish like. She carries extra salmon eggs for her fishing.

SHIZUKU VILLAGE

You begin your Wonderful Journey at your family home in Shizuku Village. As you explore and move along into other areas you'll find new hamlets, but most of them will have the same types of shops found in your hometown--with expanded inventories featuring new fishing tackle and tasty recipes!

Stores

The Shizuku Village tackle store is all about fishing and fishing supplies. Because you start out paying for bait, buy a net, shovel and magnifying glass so you can save your money for the more expensive lure rods and lures. Bait fishing will suit you fine until you move on to new areas.

The Shizuku Village general store offers plenty to eat, but you'll also find some expensive recipes for cooking up tasty meals. Focus on buying your best tackle before splurging on the most expensive recipes sold at the store. Your cooking skills will grow as you catch more fish.

The Shizuku Village fish market has a steady flow of customers and they're always willing to pay top gold for fresh fish. You can selectively choose which fish you want to sell the fishmonger or highlight the contents of your creel for a quick sale. Big fish always earn more money!

Inn

Take a rest at the Shizuku Village Inn whenever your HP runs low. You might not spend much time here--especially if you never break off hooked fish--but drop in once in awhile and review the notes left on the message board. You can even leave your own note if you have something to say!

Fishing Competitions

Follow your diary tasks and you'll soon advance to the local fishing competition. To win it all you'll need to catch the most of a certain species of fish within a specified time. Plan ahead by loading up on bait and researching the fish habitats so you know exactly where to fish.

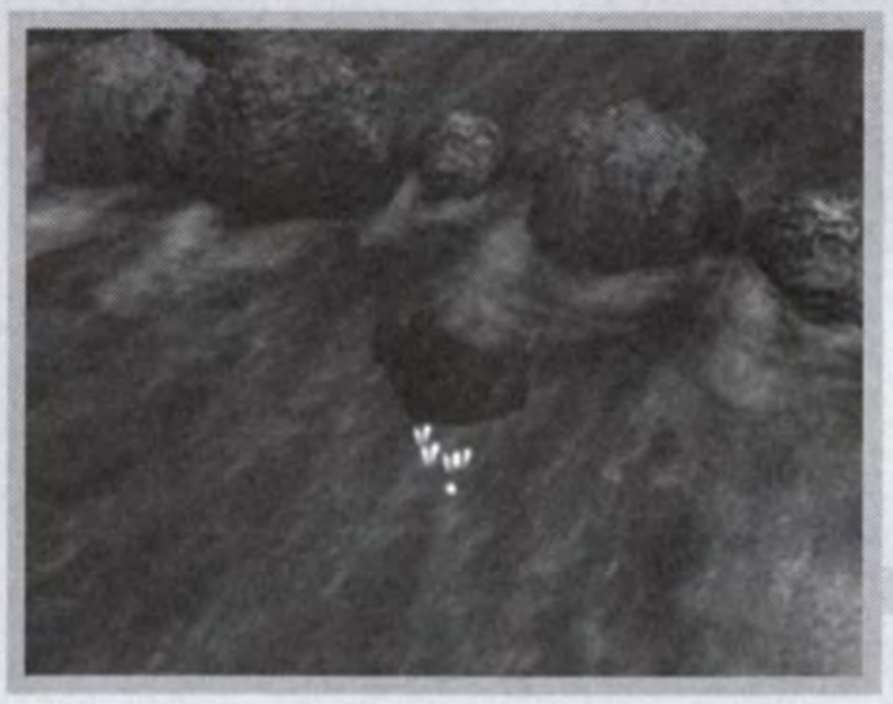
Cooking Competitions

As you move along to new villages you'll encounter local cooking competitions. These contests are often a race against the clock to find specific fish and prepare a specific number of dishes. You can improve your chances for winning by practicing with the recipes in your inventory.

FIRST CASTS

Hooking up with fish is easy if you know the timing for when to hit or release your X Button. Outlined below are the basic guidelines for catching and landing all fish.

The bait rod is your first rod in the game. To bait fish, equip your rod with bait and a bobber, then choose the "Fish" command and press the X Button to cast. Those shadows in the water are fish. Press the X Button again if one splashes next to your bobber.



If your timing was right and you pressed the X Button when you saw a splash, your perspective will change to an underwater view. Hold the X Button to reel in the fish, but let go whenever the fish turns and runs. Wait for it to rest and then start reeling again!

Like real life, it's tougher to see a fish strike while lure and fly fishing. Wait for the fish to approach the lure and then press the X Button to attract the fish. If you did it right you'll see an underwater view. Keep reeling and the fish should take the lure.

Cast off!

As you explore new villages you'll find wide expanses of water and challenging deepwater fishing conditions. You're going to need a boat to complete these areas. Rowing your boat doesn't deplete your HP as rapidly as swimming, so you don't have to rest as often.

Hooked on Rods

Almost any rod will catch any fish, but pairing the right bait or lure with a fish makes angling easy. Outlined below are the descriptions of the three rods and types of tackle you'll need to win it all.

BAIT POLES:

Paired with bait and bobbers, bait poles offer fish an appealing snack that's hard for them to resist. Your challenges are finding enough bait (a shovel and magnifying glass help) and aiming your casts so your bait drifts toward a fish. Bait poles are not very effective in stillwaters.

LURE RODS:

Once you buy enough jigs, spoons, spinners and crank baits, lure rods are a downright bargain compared to bait rods--especially if you don't break off or lose your lures. Try to reel your lures over a fish and activate the vibration option on your controller to feel the strike.

FLY RODS:

You'll need consistent timing to cast a fly rod, but the practice will cover plenty of water. Point the Analog Stick in the direction that you want to cast then release the X Button at the very end of your backcast. If you did it right the fly or nymph will cover extra distance.

MAPS

If you know where to fish, it's easy to complete quests for specific fish. Keep this manual in a safe place because this section details exactly where the fish are hiding.

Map Key

Stream

A
Itou
Big Itou
Albino Itou
Iwana
Big Iwana
Rainbow Trout

B
Iwana
Rainbow Trout
Yamame
Cherry Salmon

C
Amemasu
Cherry Salmon
Rainbow Trout
Yamame
Crab

D
Amago
Oshorokoma
River Trout
Gogi
Rainbow Trout
Yamame

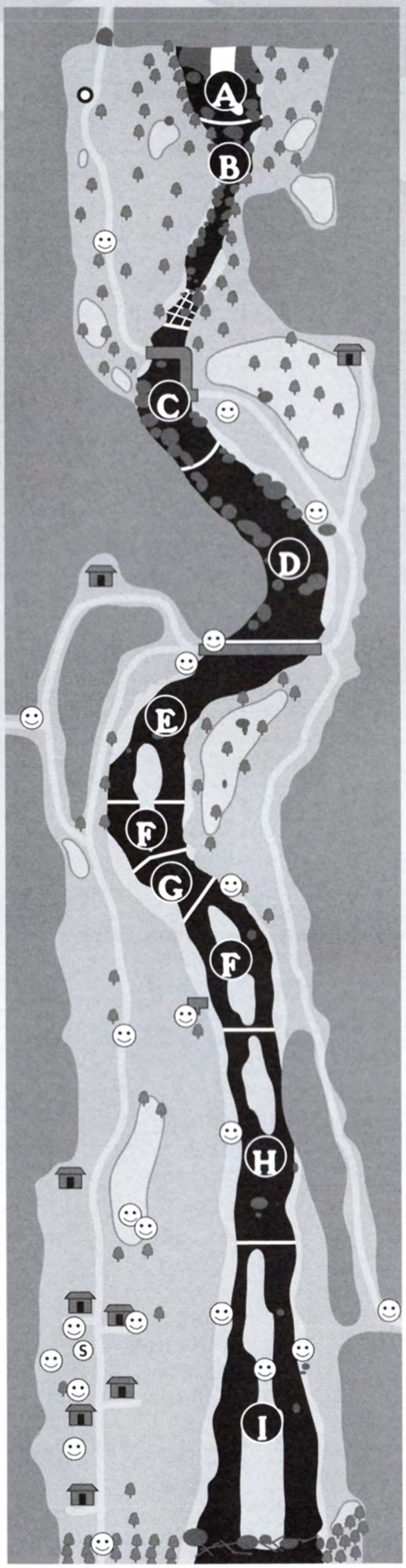
E
Akaza
Amago
Oshorokoma
River Trout
Gogi
Yamame

F
Amago
Newt

G
Aburahaya
Oshorokoma
River Trout
Gogi

H
Aburahaya
Ayu
Kajika
Takahaya
Yamame

I
Aburahaya
Ayu
Kajika
Takahaya
Haze


A
B
C
D
E
F
G
F
H
I
S

Mountain

A
Ugui
Cherry Salmon
Big Cherry Salmon
Salmon
Rainbow Trout
Big Rainbow Trout
Brown Trout
Black Bass
Bluegill
Red Salmon
Yamame

B
Honmoroko
Smelt
Frog

C
Oshorokoma
Gogi
Cherry Salmon
Donko
Bluegill
Honmoroko

D
Ugui
River Trout
Pink Salmon
Cherry Salmon
Rainbow Trout
Hasu
Princess Salmon
Black Bass
Bluegill
Red Salmon

E
Ugui
River Trout
Cherry Salmon
Big Cherry Salmon
Salmon
Rainbow Trout
Brown Trout
Black Bass
Red Salmon
Yamame

F
Pink Salmon
Gogi
Cherry Salmon
Big Cherry Salmon
Big Rainbow Trout
Princess Salmon
Brown Trout
Great Brown Trout
Bluegill

G
River Trout
Pink Salmon
Cherry Salmon
Rainbow Trout
Big Rainbow Trout
Princess Salmon
Brown Trout
Black Bass
Bluegill
Yamame
Smelt
Wataka

H
Ugui
River Trout
Pink Salmon
Cherry Salmon
Rainbow Trout
Albino Rainbow Trout
Big Rainbow Trout
Princess Salmon
Brown Trout
Black Bass
Red Salmon
Yamame
Albino Yamame
Wataka

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River Trout
Pink Salmon
Gogi
Rainbow Trout
Hasu
Princess Salmon
Great Brown Trout
Red Salmon
Albino Yamame
Smelt

J
River Trout
Gogi
Cherry Salmon
Salmon
Rainbow Trout
Higai
Princess Salmon
Brown Trout
Black Bass
Bluegill
Red Salmon
Yamame
Smelt
Wataka

K
Ugui
Oshorokoma
Pink Salmon
Gogi
Cherry Salmon
Donko
Rainbow Trout
Hasu
Higai
Princess Salmon
Wataka

L
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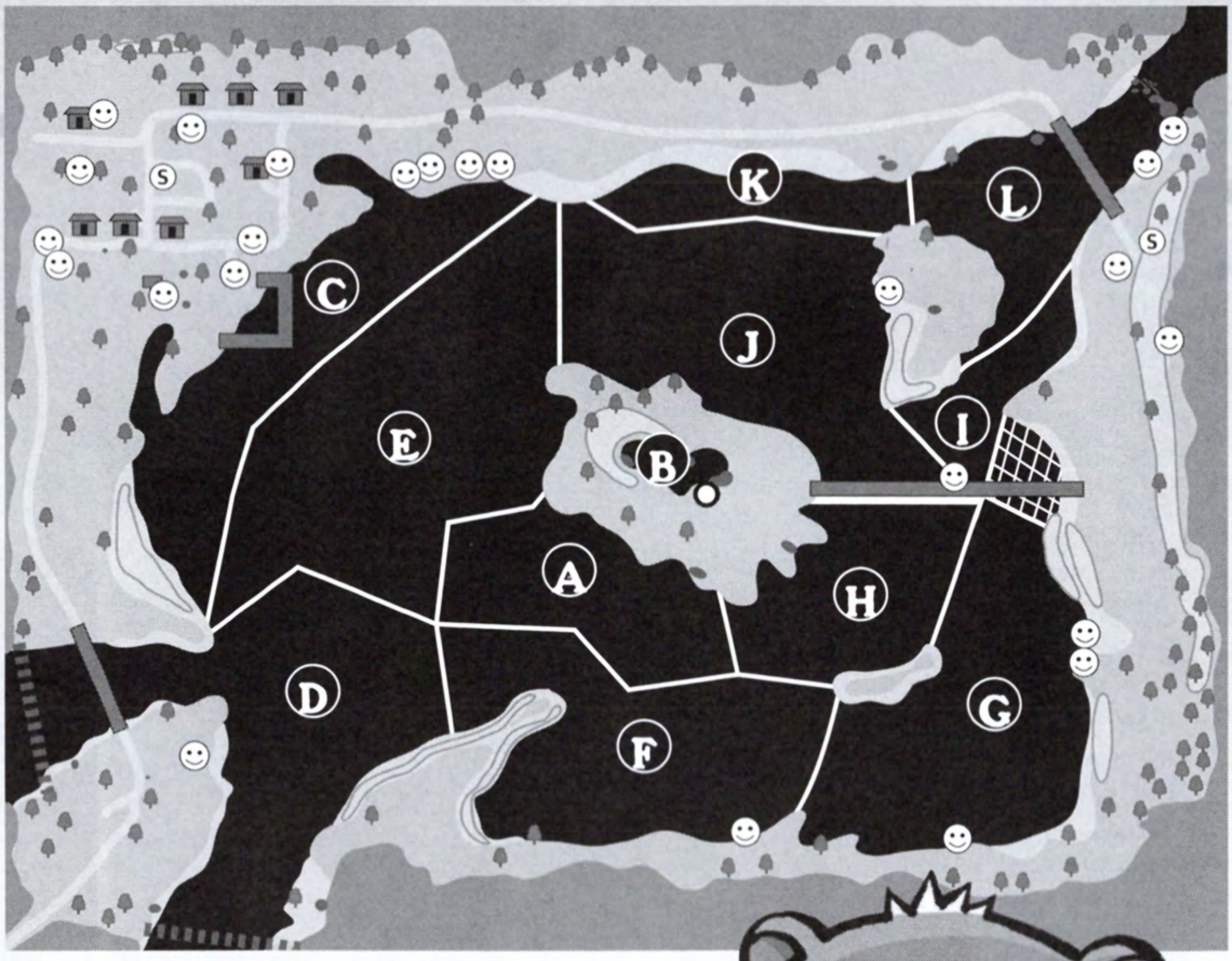
Cherry Salmon
Big Cherry Salmon
Salmon
Princess Salmon
Brown Trout
Black Bass
Red Salmon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Field

A
Itoyo
Sand Loach
Tanago
Tomiyo
Killifish
Crawfish
Loach
Motsugo

B
Itoyo
Carp
Sand Loach
Tanago
Fighting Fish
Bluegill

C
Itoyo
Itomoroko
Sand Loach
Tanago
Killifish
Crawfish

D
Itoyo
Itomoroko
Carp
Tanago
Tsuchifuki
Fighting Fish
Black Bass
Bluegill
Pejerrey
Herabuna

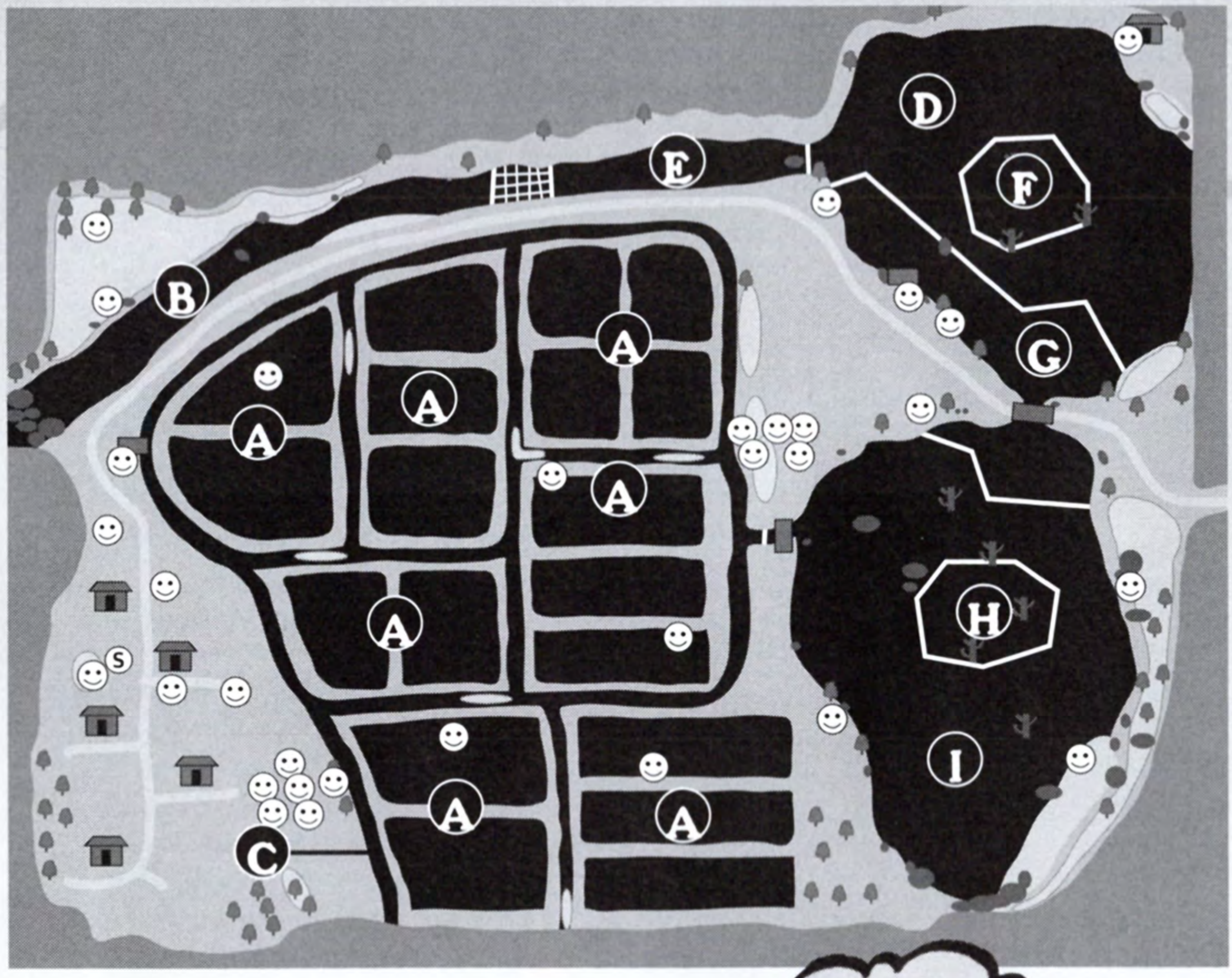
E
Itoyo
Itomoroko
Carp
Sand Loach
Fighting Fish
Bluegill
Herabuna

F
Carp
Tsuchifuki
Fighting Fish
Black Bass
Monster Bass
Pejerrey
Herabuna
Big Herabuna
Prawn

G
Itomoroko
Tsuchifuki
Fighting Fish
Tomiyo
Bluegill
Herabuna
Big Herabuna
Crawfish

H
Eel
Fighting Fish
Catfish
Black Bass
Monster Bass
Bluegill
Pejerrey
Big Herabuna
Snakehead

I
Itomoroko
Eel
Sand Loach
Tanago
Tsuchifuki
Fighting Fish
Catfish
Black Bass
Bluegill
Pejerrey
Herabuna
Snakehead
Prawn


A
A
A
A
A
A
A
A
B
C
D
E
F
G
H
I
S

Rapids

A
Oikawa
Oyanirami
Kawamutsu
Bullhead
Satsuki Trout
Mabuna
Roughskin Sculpin

B
Oikawa
King Akame
Kawamutsu
Bullhead
Satsuki Trout
Mabuna
Magitsuku

C
Kamatsuka
Kamaruchi
Kawamutsu
Bullhead
Satsuki Trout
Queen Salmon
Mabuna
Magitsuku
Roughskin Sculpin

D
Oikawa
Oyanirami
Kamatsuka
Guppy
Tamoroko
Roughskin Sculpin
Turtle

E
Oyanirami
Kamatsuka
Bullhead
Queen Salmon
Satsuki Trout
Grass Carp
Mabuna
Magitsuku
Roughskin Sculpin
Turtle
Softshell Turtle

F
Kamaruchi
Kawamutsu
Bullhead
Queen Salmon
Satsuki Trout
Grass Carp
Big Grass Carp
Silver Carp
Magitsuku
Turtle

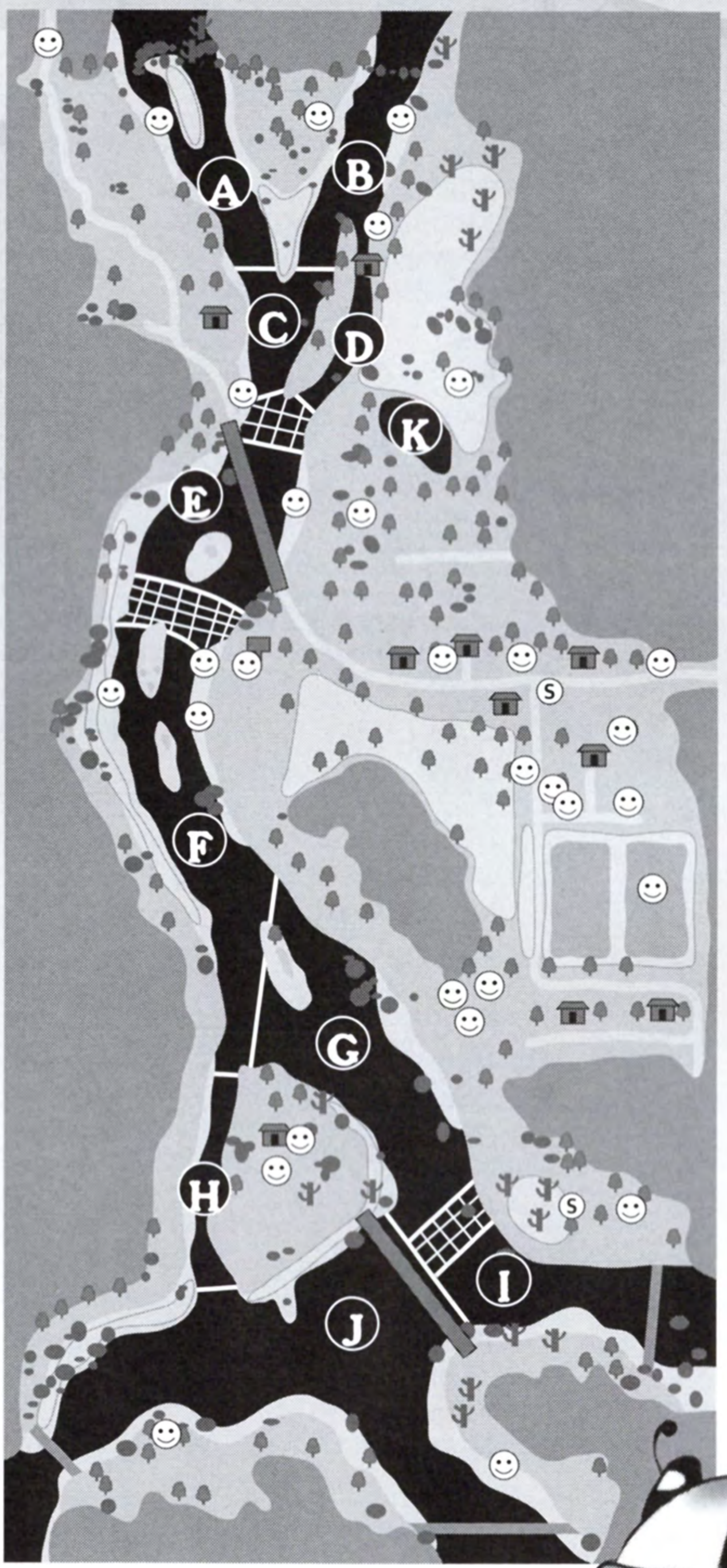
G
Akame
Ina
Kamaruchi
Queen Salmon
Bighead Carp
Satsuki Trout
Grass Carp
Big Grass Carp
Softshell Turtle

H
Ina
Kamatsuka
Bighead Carp
Grass Carp
Silver Carp
Mabuna
Magitsuku

I
Akame
King Akame
Ina
Queen Salmon
Bighead Carp
Big Bighead Carp
Silver Carp
King Hakuren

J
Aouo
Ina
King Akame
Bighead Carp
Albino Bighead Carp
Big Bighead Carp
Grass Carp
Silver Carp

K
Oikawa
Oyanirami
Kawamutsu
Guppy


A
B
C
D
E
F
G
H
I
J
K
S
S

Swamp

A
Kamatsuka
Gold Buna
Tanago
Tilapia
Hariyo
Mabuna
Killifish
Motsugo
Crawfish

B
Eel
Kamatsuka
Carp
Tilapia
Catfish
Nigoi
Black Bass
Pejerrey
Snakehead

C
Kamatsuka
Silver Buna
Carp
Tanago
Tilapia
Catfish
Herabuna
Mabuna
Motsugo

D
Eel
Kamatsuka
Carp
Electric Eel
Tilapia
Catfish
Nigoi
Black Bass
Pejerrey

E
Kamatsuka
Gold Buna
Silver Buna
Tanago
Hariyo
Pejerrey
Herabuna
Mabuna
Motsugo
Crawfish

F
Kamatsuka
Carp
Tanago
Hariyo
Pejerrey
Killifish
Albino Killifish
Motsugo
Crawfish

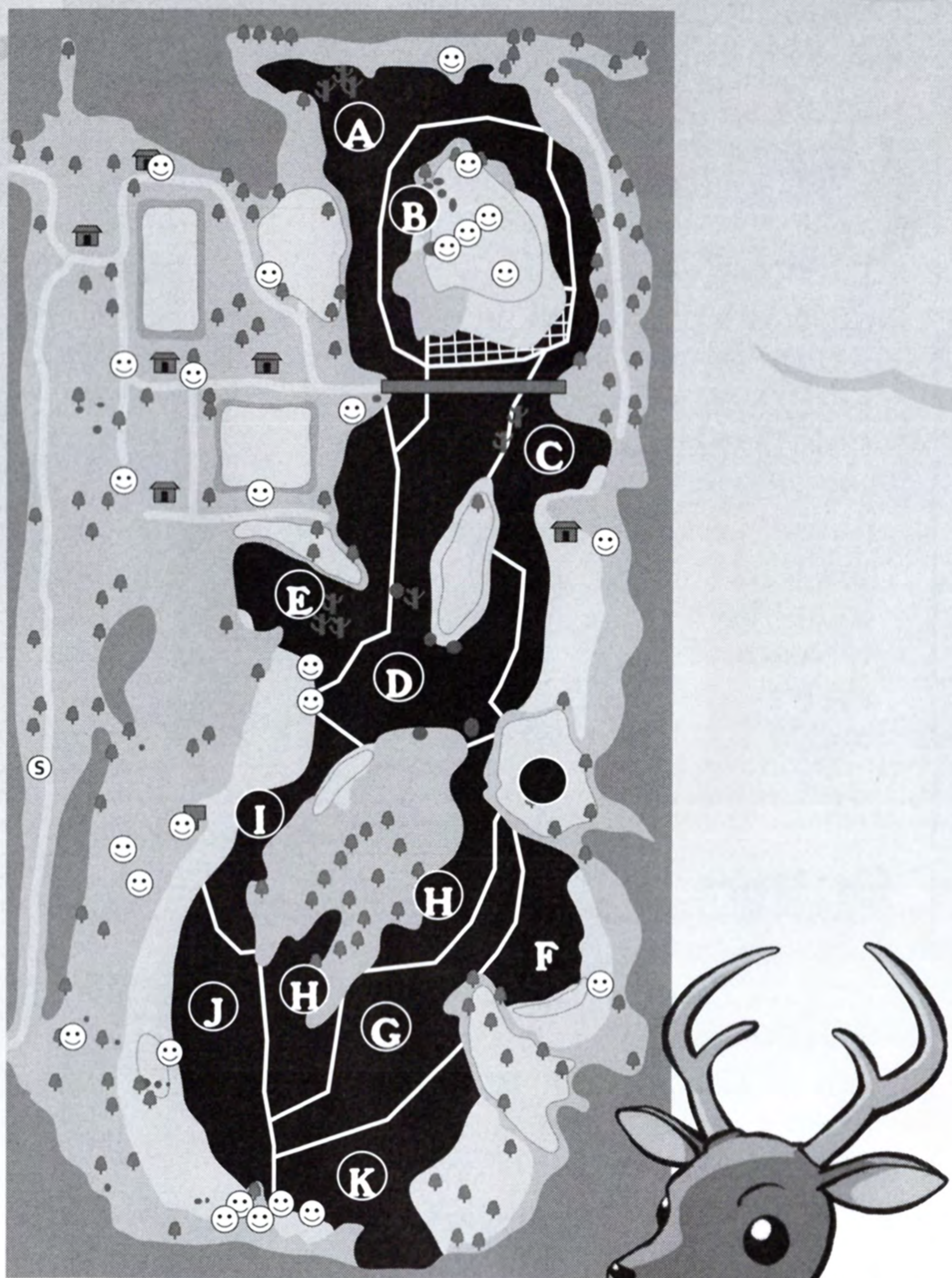
G
Eel
Big Eel
Carp
Electric Eel
Tilapia
Catfish
Big Catfish
Nigoi
Black Bass
Big Snakehead

H
Eel
Big Eel
Carp
Electric Eel
Catfish
Big Catfish
Monster Catfish
Nigoi
Black Bass
Pejerrey
Big Snakehead

I
Gold Buna
Silver Buna
Tanago
Loach
Catfish
Nigoi
Black Bass
Pejerrey
Mabuna
Killifish
Motsugo

J
Eel
Kamatsuka
Tanago
Electric Eel
Tilapia
Loach
Hariyo
Herabuna
Mabuna
Killifish
Motsugo
Prawn

K
Carp
Tanago
Tilapia
Herabuna
Mabuna
Killifish
Motsugo



It wouldn't be a Wonderful Journey if we revealed every secret! That's why we didn't include a map of the final stage!

FOLKS AND FLUFF

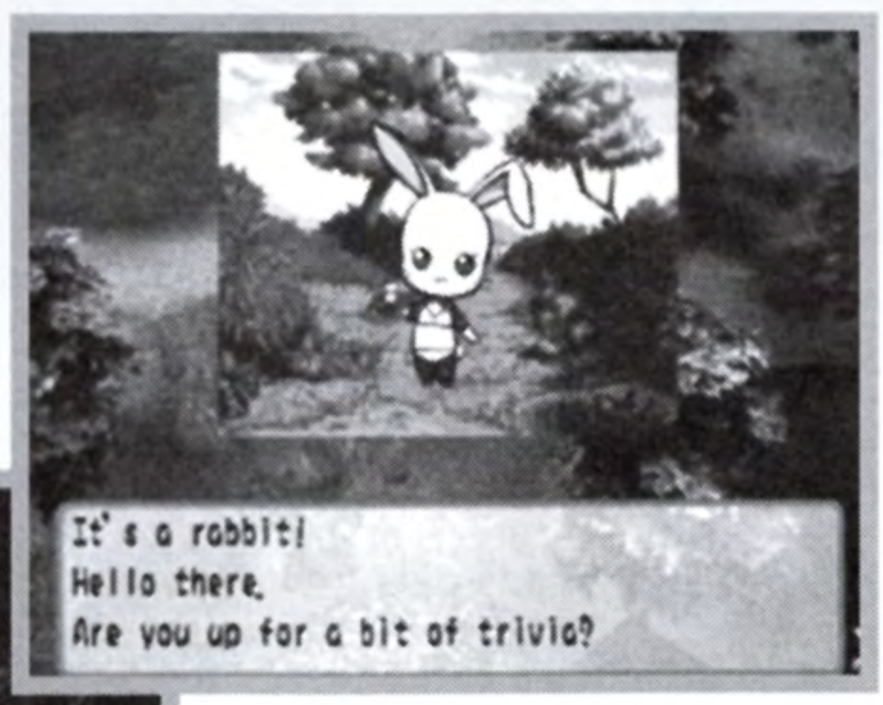
Your journey to the River King wouldn't be as wondrous without a few extra surprises along the way. In addition to catching fish and raising your experience and technique, you'll interact with villagers and hidden creatures. You could find hidden treasures or lose your catch of the day!

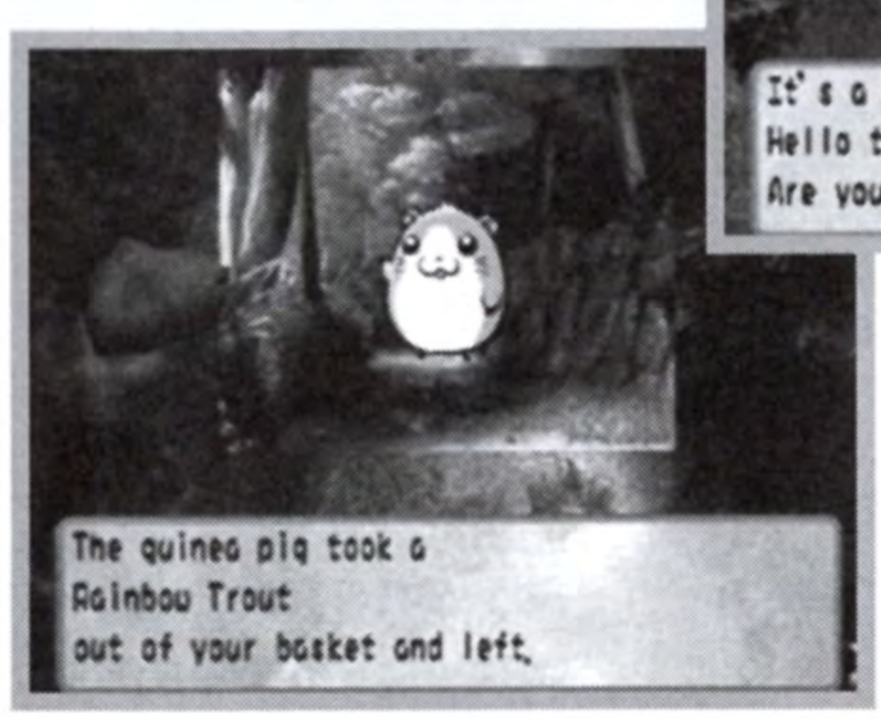
Locals

Finding your way into new areas often depends on how you help certain local villagers. Many folks have new things to tell you whenever you complete a task. Do a good deed or two and you could net important items like recipes and even a treasure map!

Critters

Play it smart if you cross paths with playful woodland creatures--they're out to win the catch in your basket! Their trivia questions are often easy, but you always have time to look up the right answer in a reference book. Answer incorrectly and you could lose your largest fish!





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Serious Fun®

1818 Gilbreth Road, Suite 229

Burlingame, CA. 94010

Phone : (650) 692-1941

www.natsume.com

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NATSUME, INC.
1818 GILBRETH ROAD, SUITE 229
BURLINGAME, CA 94010

(650) 692-1941

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